

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) An arrangement for replaying stored audio data, ~~which audio data~~ that corresponds to text data from a text composed of words, ~~with the arrangement comprising:~~

memory means for storing the audio data, into ~~which said~~ memory means audio data to be stored can be read in a forward sequence, ~~and with~~

control means for controlling the replaying of stored audio data in a forward mode and in a reverse mode, and with audio replaying means,

wherein the control means is set up in such a way that, during a playback of the audio data in the reverse mode, starting from ~~the particular momentary~~ a replay position in the audio data, ~~it the~~ control means automatically initiates a backward jump, counter to

the forward sequence, over a return distance corresponding to ~~the~~ a length of at least ~~roughly two~~ N words, to a target position, and then, starting from the ~~particular~~ target position, the control means initiates a replay of the audio data in the forward sequence for just one part of the return distance for replaying N-1 words and then automatically performing the backward jump.

2. (Currently Amended) ~~An~~ The arrangement as claimed in claim 1, wherein the control means is set up in such a way that, using word-marking data assigned to the words as control data, it initiates a backward jump to the particular target position.

3. (Currently Amended) ~~An~~ The arrangement as claimed in claim 2, wherein a counting means is assigned to control means in order to count the marking data reached during backward jumping or replaying.

4. (Currently Amended) ~~An~~ The arrangement as claimed in claim 1, wherein a timing circuit is assigned to control means in order to calculate the duration of the audio replay.

5. (Currently Amended) ~~An~~ The arrangement as claimed in claim 1, wherein setting means is connected to control means in order to set the speed of the audio replay.

6. (Currently Amended) ~~An~~ The arrangement as claimed in claim 1, wherein the control means is further connected to text memory means for storing text data corresponding to the audio data, which is connected to text display means, and wherein the control means is set up to initiate, by means of linkage data for the audio data and text data, a synchronous replaying of the audio data and the text data corresponding to it.

7. (Currently Amended) ~~An~~ The arrangement as claimed in claim 6, wherein the control means and the text memory means and the memory means for the audio data are connected to voice recognition means, which undertakes an automatic transcription.

8. (Currently Amended) A method for replaying audio data, stored in memory means, ~~which~~ wherein the audio data corresponds to

text data from a text composed of words, and ~~into which memory~~
~~means audio data to be stored is read in a forward sequence, under~~
~~which the method the comprising the acts of:~~

reading the audio data stored in a memory in a forward
sequence;

controlling the replaying of the audio data in a forward mode
and in a reverse mode ~~can be controlled, wherein, ;~~

during a playback of the audio data in the reverse mode,
starting from ~~the a~~ particular momentary replay position in the
audio data, ~~a backward jump takes place automatically performing a~~
backward jump, counter to the forward sequence, over a return
distance corresponding to ~~the a~~ length of at least roughly two N
words, to a target position, and then, starting from the particular
target position, ~~a replay~~ replaying in the forward sequence is
~~undertaken for just one part of the return distance for replaying~~
N-1 words and then automatically performing the backward jump.

9. (Currently Amended) A The method as claimed in claim 8,
wherein word-marking data assigned to the words is used as control
data during the backward jump to the target position.

10. (Currently Amended) ~~A~~ The method as claimed in claim 9, wherein replaying in the forward sequence is automatically terminated when the next word-marking data is reached during replaying.

11. (Currently Amended) ~~A~~ The method as claimed in claim 8, wherein replaying in the forward sequence is automatically terminated after a specified period.

12. (Currently Amended) ~~A~~ The method as claimed in claim 8, wherein, on termination of the replay in the forward sequence, a backward jump over a return distance corresponding to the length of at least roughly two words takes place automatically.

13. (Currently Amended) ~~A~~ The method as claimed in claim 8, wherein the backward jump in the audio data is undertaken at a speed that is higher than the replay speed during replaying in the forward sequence, and without acoustic replaying of the stored audio data.

14. (Currently Amended) ~~A~~ The method as claimed in claim 8, wherein the replaying of the stored audio data in the forward sequence takes place at an adjustable replay speed.

15. (Currently Amended) ~~A~~ The method as claimed in claim 8, wherein, synchronously with the replaying of the stored audio data in the forward sequence, a visual displaying of text data corresponding to the audio data takes place, which displaying is controlled by linkage data for the stored audio data and the text data corresponding to it.

16. (Currently Amended) ~~A~~ The method as claimed in claim 15, wherein, during the visual displaying of multiple words of the text data, the particular visually displayed word for which the corresponding audio data is being replayed is visually highlighted.

17. (Currently Amended) ~~A~~ The method as claimed in claim 15, wherein the text data corresponding to audio data is obtained by means of an automatic voice recognition method, wherein,

simultaneously, the word-marking data is generated and stored as linkage data for the text data and audio data that correspond with each other.

18. (Currently Amended) A computer program product that can be loaded into a memory of a computer, and which comprises sections of software code in order that, by means of their implementation following loading into the memory, the method as claimed in claim 8 can be implemented with the computer.

19. (Currently Amended) ~~A~~The computer program product as claimed in claim 18, characterized in that it is stored on a computer-readable medium.

20. (Currently Amended) ~~A~~The computer with a processing unit and an internal memory, which computer is designed to implement the computer program product as claimed in claim 18.

21. (New) An arrangement for replaying stored audio data comprising:

a memory configured to store the audio data; and

a controller configured to playback the audio data in a reverse mode by jumping back substantially N words, playing back substantially K words, and then automatically repeating the jumping and playing back, wherein K is less than N.

22. (New) The arrangement of claim 21, wherein $N=2$ and $K=N-1$.

23. (New) The arrangement of claim 21, wherein the controller is configured to skip playback of a number of the words so that only every fourth or fifth of the words is replayed.

24. (New) The arrangement of claim 21, wherein the controller is configured to skip playback of a number of the words so that only every predetermined number of the words is replayed.

25. (New) The arrangement of claim 21, wherein the playing back is for a predetermined duration after which the automatically repeating the jumping and the playing back are performed.

26. (New) The arrangement of claim 21, wherein the jumping back is for a return distance which is one of as estimated mean data duration of the N words and determined from a word-marking data associated with the audio data.

27. (New) The arrangement of claim 21, wherein the playing back is terminated in response to reaching one of a word-marking data associated with an end of the Kth word and a predetermined replay time.